

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1596	(345/156-166.ccls. or 463/37-38.ccls.) and speed	USPAT	OR	OFF	2005/12/27 12:29
L2	554	(345/156-166.ccls. or 463/37-38.ccls.) and speed and game	USPAT	OR	OFF	2005/12/27 12:29
L3	6117	(345/156-166.ccls. or 463/37-38.ccls.)	US-PGPUB; USPAT	OR	ON	2005/12/27 12:29
L4	967	(345/156-166.ccls. or 463/37-38.ccls.) and speed and game	US-PGPUB; USPAT	OR	ON	2005/12/27 12:29
L5	438	(345/156-166.ccls. or 463/37-38.ccls.) and speed and "video game"	US-PGPUB; USPAT	OR	ON	2005/12/27 12:30
L6	38	(345/156-166.ccls. or 463/37-38.ccls.) and speed and "video game" and "inclination"	US-PGPUB; USPAT	OR	ON	2005/12/27 12:30
L7	32	(345/156-166.ccls. or 463/37-38.ccls.) and speed and "video game" and "inclination" and joystick	US-PGPUB; USPAT	OR	ON	2005/12/27 12:30
L8	7	(345/156-166.ccls. or 463/37-38.ccls.) and speed and "video game" and "inclination" and joystick and console	US-PGPUB; USPAT	OR	ON	2005/12/27 12:30
L9	0	(345/156-166.ccls. or 463/37-38.ccls.) and speed and "video game" and "inclination" and joystick and console and motion	US-PGPUB; USPAT	OR	ON	2005/12/27 12:30
L10	7	(345/156-166.ccls. or 463/37-38.ccls.) and speed and "video game" and "inclination" and joystick and console	US-PGPUB; USPAT	OR	ON	2005/12/27 12:31
L11	7	(345/161.ccls. or 463/37-38.ccls.) and speed and "video game" and "inclination" and joystick and console	US-PGPUB; USPAT	OR	ON	2005/12/27 12:31
L12	3	(345/161.ccls.) and speed and "video game" and "inclination" and joystick and console	US-PGPUB; USPAT	OR	ON	2005/12/27 12:31
L13	4	(463/37-38.ccls.) and speed and "video game" and "inclination" and joystick and console	US-PGPUB; USPAT	OR	ON	2005/12/27 12:31
S1	0	nihiumi.in. and "video game".clm. and joystick.clm.	USPAT	OR	OFF	2004/06/08 16:02
S2	11	nishiumi.in. and "video game".clm. and joystick.clm.	USPAT	OR	OFF	2004/06/08 16:07
S3	10	nishiumi.in. and "video game".clm. and joystick.clm. and console.clm.	USPAT	OR	OFF	2004/06/08 16:12

S4	5	nishiumi.in. and "video game".clm. and joystick.clm. and console.clm. and "three dimensional".clm. and world.clm.	USPAT	OR	OFF	2004/06/08 16:36
S5	3	nishiumi.in. and "video game".clm. and joystick.clm. and console.clm. and "three dimensional".clm. and world.clm. and speed.clm.	USPAT	OR	OFF	2004/06/08 17:27
S6	0	nishiumi.in. and "video game".clm. and joystick.clm. and console.clm. and "three dimensional".clm. and world.clm. and "distinctive motion".clm.	USPAT	OR	OFF	2004/06/08 17:16
S7	3	nishiumi.in. and "video game".clm. and joystick.clm. and console.clm. and "three dimensional".clm. and world.clm. and "motion".clm.	USPAT	OR	OFF	2004/06/08 17:07
S8	0	nishiumi.in. and "video game".clm. and joystick.clm. and "distinctive motion".clm.	USPAT	OR	OFF	2004/06/08 17:17
S9	0	nishiumi.in. and "video game".clm. and ("distinctive motion".clm. or "motion characteristic".clm.)	USPAT	OR	OFF	2004/06/08 17:18
S10	0	nishiumi.in. and "video game".clm. and ("distinctive motion" or "motion characteristic")	USPAT	OR	OFF	2004/06/08 17:18
S11	4	"video game".clm. and joystick.clm. and console.clm. and "three dimensional".clm. and (virtual or world).clm. and (motion or speed).clm.	USPAT	OR	OFF	2004/06/08 17:35
S12	4	"video game".clm. and joystick.clm. and console.clm. and ("three dimensional" or 3D).clm. and (virtual or world).clm. and (motion or speed).clm.	USPAT	OR	OFF	2004/06/08 17:47
S13	7	"video game".clm. and joystick.clm. and console.clm. and (motion or speed).clm.	USPAT	OR	OFF	2004/06/08 18:05
S14	0	rosenberg.in. and feedback	USPAT	OR	OFF	2004/06/08 18:06
S15	152	rosenberg.in. and feedback	USPAT	OR	OFF	2004/06/08 18:06
S16	77	rosenberg.in. and feedback and "video game"	USPAT	OR	OFF	2004/06/08 18:08
S17	45	rosenberg.in. and feedback and "video game" and console	USPAT	OR	OFF	2004/06/08 18:08
S18	212	"three dimensional game"	USPAT	OR	OFF	2004/11/18 11:15
S19	363	("three dimensional" or 3D).ab. and "video game"	USPAT	OR	ON	2004/11/18 11:19

S20	310	("three dimensional" or 3D) and "video game" and joystick and "345"/\$.ccls.	USPAT	OR	ON	2004/11/18 11:22
S21	157	("three dimensional" and 3D) and "video game" and joystick and "345"/\$.ccls.	USPAT	OR	ON	2004/11/18 16:54
S22	6	"08/784,688"	USPAT	OR	ON	2004/11/18 17:14
S23	0	("4439648" or "4849583" or "4926172" or "5207426" or "5259626").pn. and (three with dimensional)	USPAT	OR	ON	2004/11/18 17:16
S24	0	("4439648" or "4849583" or "4926172" or "5207426" or "5259626").pn. and (3D)	USPAT	OR	ON	2004/11/18 17:16
S25	0	("4439648" or "4849583" or "4926172" or "5207426" or "5259626").pn. and (virtual)	USPAT	OR	ON	2004/11/18 17:16
S26	17	"video game".clm. and joystick. clm. and console.clm.	USPAT	OR	OFF	2004/11/21 15:28
S27	4	S26 and poll	USPAT	OR	OFF	2004/11/21 15:28
S28	20	"video game" and joystick and console and poll	USPAT	OR	OFF	2004/11/21 15:32
S29	30	"game" and joystick and console and poll	USPAT	OR	OFF	2004/11/21 15:33
S30	24	"game" and "input device" and console and poll	USPAT	OR	OFF	2004/11/21 16:07
S31	13	(463/37 or 463/38).ccls. and poll	USPAT	OR	OFF	2004/11/21 15:45
S32	4	(463/37 or 463/38).ccls. and request.ab.	USPAT	OR	OFF	2004/11/21 15:48
S33	19	(463/37 or 463/38).ccls. and request.clm.	USPAT	OR	OFF	2004/11/21 15:50
S34	20	(463/37 or 463/38).ccls. and (request or poll).clm.	USPAT	OR	OFF	2004/11/21 21:44
S35	10	(345/161).ccls. and (request or poll).clm.	USPAT	OR	OFF	2004/11/21 15:52
S36	28	(345/156).ccls. and (request or poll).clm.	USPAT	OR	OFF	2004/11/21 15:58
S37	17	(345/157).ccls. and (request or poll).clm.	USPAT	OR	OFF	2004/11/21 15:58
S38	297	"video game" and (request or poll).clm.	USPAT	OR	OFF	2004/11/21 16:14
S39	97	"video game" and (joystick or "input device") and (request or poll).clm.	USPAT	OR	OFF	2004/11/21 15:59
S40	45	"game" and (joystick or "input device") and console and poll	USPAT	OR	OFF	2004/11/21 16:12

S41	68	"video game" and console and (request\$3 or poll\$3).clm.	USPAT	OR	OFF	2004/11/21 16:21
S42	19	463/44.ccls. and (request\$3 or poll\$3).clm.	USPAT	OR	OFF	2004/11/21 16:27
S43	144	463/44.ccls.	USPAT	OR	OFF	2004/11/21 16:43
S44	1	"5551701".PN.	USPAT; USOCR	OR	OFF	2004/11/21 16:33
S45	1	"5451053".PN.	USPAT; USOCR	OR	OFF	2004/11/21 16:35
S46	1	"5317505".PN.	USPAT; USOCR	OR	OFF	2004/11/21 16:35
S47	1	"5259626".PN.	USPAT; USOCR	OR	OFF	2004/11/21 16:37
S48	1	"5317505".PN.	USPAT; USOCR	OR	OFF	2004/11/21 16:38
S49	0	463/44.ccls.	EPO; JPO	OR	OFF	2004/11/21 16:44
S50	118	optec	EPO; JPO	OR	OFF	2004/11/21 16:45
S51	0	optec and game	EPO; JPO	OR	OFF	2004/11/21 16:45
S52	135	"expansion memory"	EPO; JPO	OR	OFF	2004/11/21 16:46
S53	0	"expansion memory" and game	EPO; JPO	OR	OFF	2004/11/21 16:47
S54	0	"7217418"	EPO; JPO	OR	OFF	2004/11/21 16:47
S55	0	"7217418"	EPO; JPO	OR	OFF	2004/11/21 16:47
S56	29738	"game machine"	EPO; JPO	OR	OFF	2004/11/21 16:48
S57	7	"game machine" and expansion and memory	EPO; JPO	OR	OFF	2004/11/21 16:50
S58	0	"game machine" and "expansion memory"	EPO; JPO	OR	OFF	2004/11/21 16:50
S59	0	"game" and "expansion memory"	EPO; JPO	OR	OFF	2004/11/21 16:50
S60	140	"game" and "expansion memory"	USPAT	OR	OFF	2004/11/21 16:52
S61	37	optec.asn.	USPAT	OR	OFF	2004/11/21 16:53
S62	142	optec.asn.	USPAT; JPO	OR	OFF	2004/11/21 20:11
S63	1	"5577735".pn.	USPAT	OR	ON	2004/11/21 20:43
S64	29	(463/37 or 463/38).ccls. and (request\$3 or poll\$3).clm.	USPAT	OR	OFF	2004/11/21 21:44
S65	0	nishimi.in. and "video game system".clm.	US-PGPUB; USPAT	OR	ON	2005/11/03 15:40
S66	0	nishimi.in. and "video game system"	US-PGPUB; USPAT	OR	ON	2005/11/03 15:41
S67	48	nishiumi.in. and "video game system"	US-PGPUB; USPAT	OR	ON	2005/11/03 15:41
S68	37	nishiumi.in. and "video game system".clm.	US-PGPUB; USPAT	OR	ON	2005/11/03 15:41

S69	3	nishiumi.in. and "video game system".clm. and speed.clm. and inclination.clm. and motion.clm.	US-PGPUB; USPAT	OR	ON	2005/11/03 16:37
S70	2	("5451053" or "5259626").pn.	US-PGPUB; USPAT	OR	ON	2005/11/03 16:38
S71	1	"5903257".pn.	USPAT	OR	OFF	2005/12/10 21:12